

Che Tan – Task 2

Bio

Che Tan is a game designer who lives and works in Montreal. He specializes in mechanics design and has created many games in college and university for which he attained high marks, such as Re-Boot, a 2D puzzle platformer about a clone-spawning robot. Currently, while finishing up his degree in Computation Arts at Concordia University, he works at the university's Welcome Centre as a student ambassador and is lauded by his supervisor and coworkers for his dependability and interpersonal skills. His hobbies include dancing, and he was the Canadian champion of Just Dance World Cup in 2014, 2015, and 2019.

Creative Statement

Che Tan makes video games as well as tabletop games. He loves playing trading card games and dreams of one day creating his own. He often designs games by combining ideas from different genres to generate new synergistic game concepts that feel fresh but familiar, such as a top-down space shooter with a MOBA style ability system. His greatest passion is creating challenging and replayable gameplay loops that keep the player coming back for more. He also advocates for accessibility and seeks to design video games that everyone who usually cannot play video games due to disabilities can also enjoy.

CHE TAN

Game Designer

Contact

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LinkedIn

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Skills

Technical

- Game mechanics design
- Narrative design
- UI and UX design
- Design document creation
- Slide presentation creation
- Wireframing with Figma
- Vector art with Figma
- Image editing with Photoshop
- Pixel art with GraphicsGale
- 3D environmental modelling with Maya
- Website creation (HTML, CSS, JavaScript)
- Unity Engine (C#)
- Unreal Engine (C++)
- C language
- Music composition
- Digital audio engineering with FL Studio 20

Interpersonal

- Teamwork
- Planning
- Management
- Communication
- Critical thinking
- Time management
- Public speaking

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Work History

2022-06 –
Present

Student Ambassador

Concordia University, Montreal, Quebec

- Delivered campus tours to prospective students on both campuses.
- Operated kiosks at high schools to answer questions about the university.
- Triaged visitors at the front desk of the Welcome Centre.

Education

2019-09 –
Present

Bachelor of Fine Arts: Specialization in Computation Arts

Concordia University, Montreal, Quebec

- 3.89 CGPA
- Golden Key member

2017-08 –
2019-06

DEC: Interactive Media Arts (Arts, Literature and Communication)

Dawson College, Montreal, Quebec

- 92% average grade
- Honour student

2012-08 –
2017-06

High School Diploma: International Baccalaureate Program

Collège Saint-Louis, Montreal, Quebec

- Chemistry and Physics
- Natural science math

Languages

English



French



Mandarin Chinese



Spanish



Japanese



Projects

2017

Sorcerer V Aliens

Scratch MIT, space shooter

2018

Celestial Pathmaker

Scratch MIT, runner game

Instant Input

Micro:bit, reaction speed game

Feranite – The Truebreed

Convergence

Tabletop, card game

Project Leader

Tabletop, card game

2019

Gunfire Rush

Unreal Engine 4, rail shooter & runner

Wizard VS Killer Robot

P5.JS, action & turn-based RPG

Pudding Quest

Website (HTML, CSS, JavaScript), choose your own adventure

2020

The Last Hacktivists

P5.JS, turn-based RPG & 2D shooter

2021

Breakdown Bowling

Unity Engine, puzzle

2022

The Lootbox Mechanic

P5.JS, typing & strategy

Hungry Hustlers

Unity Engine, 2D shooter

Screen

Unity Engine, mystery & simulation

Re-Boot

Unity Engine, puzzle & platformer

Stan Stopper

Unity Engine, 2D shooter

The Campaign Office

Unity Engine, educational & point-and-click

2023

The Chilling Trial

Adventuron, mystery & text adventure